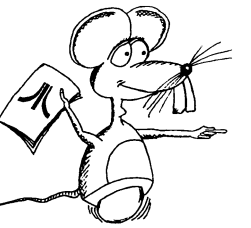
MOUSE MOVEMENTS



The Journal of the Tasmanian Atari Computer Club

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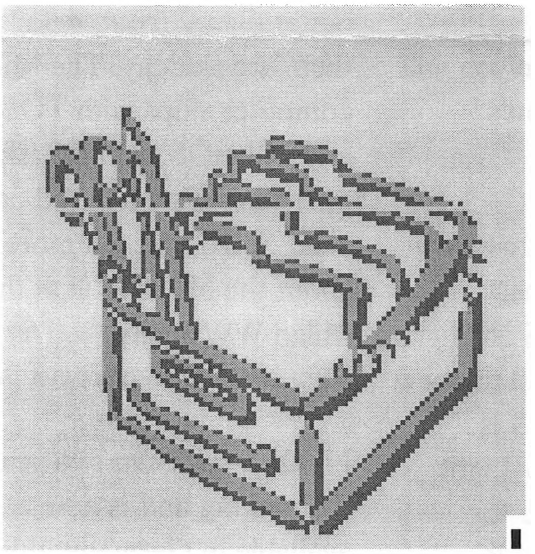
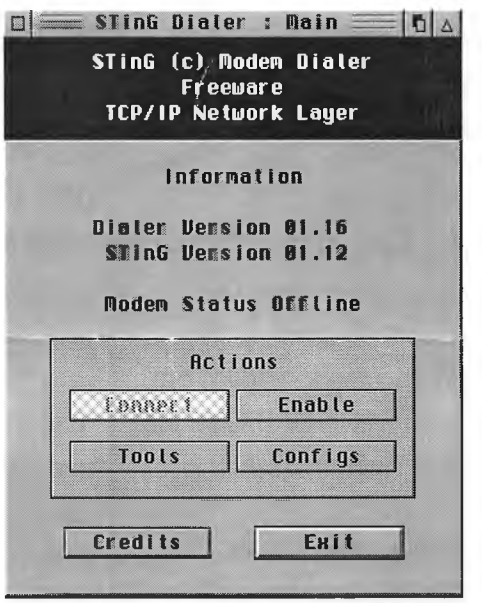


Feature: Databases! Lyall McDermott looks at TWIST 2 and several other database alternatives

Feature: STinG is the best Internet access solution for TOS computers. Find out how to install it inside!



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JULY MEETING: **7/7/1998**

AUGUST MEETING: **4/8/1998**

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The Presidential Address

Welcome to the July edition of Mouse Movements. This month's meeting will feature a demonstration of the Twist 2 database and some PD database packages, so to find out just what you can achieve with a database come to the meeting and I am sure you will enjoy Lyall McDermott's presentation.

Other developments that have occurred during the past month is that the BBS is temporarily down until the new TCP/IP graphical BBS is online, using the Web-Light WWW server package for STinG. This will make it possible for users to dial the BBS using the STinG dialer, login and then 'surf' the BBS using any WWW browser on any computer.

The Milan Computer is now available for purchase at an excellent price. Computer systems are available for under A$1500, according to Milan Computer GMBH, which includes special 'Home' versions of Papyrus 6, Texel 2.1, Draconis (another Internet access pack, not compatible with STinG or PPP-Connect) and several other packages. If there is anyone out there interested in getting a 68040 based Milan system, contact me and I will prepare a quote for you. The Milan now has a VME bus adaptor so that it can use the powerful Startrack DSP card for professional digital recording work. Several other interesting developments for the Milan are in the pipeline, but at the moment, details of them are sketchy. The Milan computer ships with TOS 4.5 and MilanOS, a multitasking operating system based on N.AES. To find out more about the Milan look at the Milan WWW site, http://www.milan-computer.de

NVDI 5 has been two years in the making and is now available in Germany, this package has considerable improvements for even better quality printing and new features such as background printing. It will be probably not be released in English for at least three months.

A new version of MagiC Mac is due for an imminent English release, as is Texel 2.1, which has just been released in Germany.

Count on seeing much more news next month.

The Melbourne Atari

Computer Enthusiasts have sent us a few issues of their newsletter, this will be available for members to browse over at the meeting.

Anthony Green
President

A brief word from the Ed.

What's this? Where's Kelvin? Well the deadlines for the newsletter were all mucked up due me having my first semester university finals and so I told Kelvin that I would handle the newsletter, as I would have caused him considerable inconvenience in meeting the deadlines.

So this month 'A brief word from the ed...' is going to be pretty much empty, as I have nothing to mention here that has not already been said elsewhere. Of course I can say one thing, we would greatly appreciate any articles anyone cares to provide relating to any computing issue.

Anthony Green
Substitute Editor

Feature:

Getting Connected!

With all the activity gone on in the TOS compatible Internet software scene, I thought it would be appropriate to give STinG the full tutorial treatment, so that anyone can get themselves onto the Internet with a minimum of fuss. I will attempt to cover all the important aspects of the program and highlight the points of particular importance.

C:*
1903907 Bytes in 98 Objects

Proposed 1998 Tasmanian Atari Computer Club Meeting Dates

Meetings will continue to be held on the first Tuesday of the month EXCEPT January!

7th	July
4th	August
1st	September
6th	October
3rd	November
1st	December

Basis

To use the Internet, before you even think about a WWW browser, e-mail or FTP program, you must first get an underlying connection to your Internet Service Provider (ISP). You ISP will be running some sort of Dialup Server, that accepts connections from the outside world and verifies that they are in fact a valid user of the server. Knowing this, it is quite obvious that a Dialer is required to dial out from our personal computer to connect to and login to the ISP's Dialup Server.

This is where STinG comes in. As you all know STinG is based on the same Application Interface (API) as STiK, with several extensions and hence STiK client programs can be used with STinG. As a result setting up STiK is actually very similar to STinG, however due to the stagnation of STiK development, STinG has basically replaced STiK as the preferred freeware TCP/IP stack for Internet access, and additionally STinG's design permits complex Intranetworking (or Local Area Networking (LAN)), which is impossible with STiK.

In this article I will not go into any detail on the theory behind TCP/IP networking, I will do this in a latter edition of Mouse Movements for the benefit of those that wish to further improve their understanding of the actual principles of operation in a TCP/IP network. This article, as stated previously, is intended to get users online with a minimum of fuss.

Where do I get it?

The best two places to obtain a copy of STinG are either the Fujination BBS or, if you already have access to the Internet either at home or through a friend, The STinG (Peter Rottengatter's) Homepage. The latter is accessible through the 'Links' page on Fujination Homepage found at **http://www.intelitec.com.au/fujination/**.

Now at both places you will find two different archive sets. Firstly, there is a single archive containing a

complete installation of STinG and all you need to get the package up and running. The archive is called STING.LZH. Now on the STinG Homepage go to the English language version of the Homepage and then find the link to the 'STinG Download Bay'. Here there are a number of archives with upload dates displayed near the file names, this is the release date of the package, take note of this. The other achives found on this page are CORETOOL.LZH, MODULE.LZH, CONFIG.LZH, DOCS.LZH and DIALER.LZH. These archives are components of what is found in the main STING.LZH archive and if date stamped at a later date than the main archive contains an update to the relevant component, Peter Rottengatter only updates the STING.LZH when a major upgrade to STinG has occured, minor upgrades and bugfixes are only placed on the page in the component archives. So ensure that you have the latest releases of each component and then copy them into a directory on your hard drive. Identical archives are also found on the Fujination BBS.

Extraction

The first step is extract STinG onto your C drive, STinG can be installed on a floppy disk system, but for normal situations this is not very practical due to the large amount of disk activity that occurs with most client programs. Extract STING.LZH onto the C drive and then confirm that folder called 'STING' is now on your C drive containing the following directories, 'AUTO', 'CPX', 'DEV-KIT', 'DIALER', 'STING' and 'TOOLS'. In addition several document and ST-Guide Hypertext files will be present within the main 'STING' folder (ie. C:\STING\. Yes, as you will have noticed their is one inside the other!).

If these files are present in the hierarchy described, then we move onto the next step.

If you downloaded the update archives, that is any of CORETOOL.LZH, MODULE.LZH, CONFIG.LZH, DIALER.LZH, etc. mentioned above, you should now install these components in the main 'STING' folder over the files contained in the original archive. To get LHarc 3.10 to extract over the original files open the archive on in the left LHarc window and the 'STING' folder on your C drive in the right LHarc window and then double click on the 'Extract Files' button, a pop-up menu will appear with the following options 'Curr. Dir.', 'Automatic' and 'Folder'. Select 'Curr. Dir.', this will tell LHarc not to extract all the files into a folder labelled with the name of the archive which is performed by default (eg. the files in CORETOOL.LZH would be extracted into a folder called CORETOOL unless you set this option to 'Curr. Dir.' even if you cannot see a folder called CORETOOL in the left LHarc window.

Let's consider when we extract CORETOOL.LZH, this will overwrite the contents of the 'AUTO' folder contained within the 'STING' folder, replacing STING.PRG and STING.INF. Additionally it will overwrite the files contained in the 'TOOLS' directory. Similar results will be obtained when extracting the other archives, but for other folders.

Serial porting

To install STinG successfully, it is also necessary to install the HS-MODEM 06 serial port drivers. I suggest using version 06, rather than the newer 07, because 07 has exhibited some strange behaviour under certain circumstances. HS-MODEM is desirable for all comms users, but is essential for anybody wishing to use a modem at speeds above 19200bps. 19200bps is the maximum speed of the standard STFM/E serial port, so Mega STe, TT, Falcon and Hades owners should have HS-MODEM installed.

If you have not got HS-MODEM installed, download the HSMODA06.LZH package from the Fujination BBS in the 'Comms - Utilities' or if you already have Internet access you can also download the package via FTP from 'ftp.ibp.fr' in the directory '/pub/atari/telecom/'. Extract HS-MODEM into a directory on your hard drive. Then copy the following files **one at a time** into your C drive 'AUTO' folder, this is to ensure that they are present in the 'AUTO' folder in the correct order. Copy DRVN.PRG into the 'AUTO' folder (this file **must** be located in the folder before any of the following drivers), follow this with MFP.PRG (for STFM/STe/Mega STe/TT/Hades owners and gives users a reliable driver for the 'Modem 1'), MFP_TT.PRG (for TT owners wishing to use the additional 'Serial 1' port), MFP_FAL.PRG (for Falcon owners that have drawn out the MFP serial port on the machine by performing a couple of hardware modifications, standard Falcons do not have this port!), SCC.PRG (for owners of

TT's, Hades', Milans' or unmodified Falcons). Once you have placed the appropriate one or more driver files in the 'AUTO' folder ensuring that DRVN.PRG is one of the earliest files in the 'AUTO' folder, using a utility such as AUTOSORT (available for download from the Fujination BBS or any good FTP site), immediately followed by the appropriate drivers for your machine mentioned above, then reset your machine and check that HS-MODEM installs correctly by looking at the messages that appear on the screen. Now we can get on with actually installing STinG.

Getting the STinG out of life.

Now that we have installed the serial port drivers and extracted the STinG files, we shall now install the STinG files in the correct positions and edit the necessary files to suit your installation.

To get a functional STinG installation, copy STING.PRG and STING.INF into your C drive 'AUTO' folder from the 'AUTO' folder found in the 'STING' folder. Next load the START.INF file that you just copied into the 'AUTO' folder into a text editor and confirm that the path shown matches where the DEFAULT.CFG file is located on your system, which, if you installed it in the recommended 'STING' folder on your C drive, will be 'C:\STING\STING\'.

Next copy the contents of the 'CPX' folder found in your 'STING' folder, into the actual 'CPX' folder on your C drive. You should have copied the following files, SERIAL.CPX, STING.CPX, STNGPORT.CPX and STNGPROT.CPX.

Now it is time to load up your text editor again. First, load the file ROUTE.TAB into the editor and go to the line at the bottom that does not start with a '#' beginning with a two groups of '0.0.0.0'. These two groups are followed by the port name that you wish to have your modem connected to on a basic single computer connection to Internet. You must get name exactly right or STinG will not know which port you wish to use for you routed connection to the outside world. In most situations you will want to either 'Modem 1' (including space) if you have an STFM or STe, or 'Modem 2' (again including space) if you have a Falcon, Mega STe, TT, Hades or Milan. Even though the Mega STe, TT, Hades and Milan have both 'Modem 1' and 'Modem 2' available, you should use 'Modem 2' as it is a much higher speed port and fully supports 33.6kbps modems at their maximum speed, unlike 'Modem 1'. This is the only field that may need to be modified for a basic dial up connection. If you wish to put computers on a local area network (or Intranet) then this file becomes somewhat more complex, but we will ignore Intranets for the moment and address it further in future issue Mouse Movements.

While in the directory of the ROUTE.TAB file, open the file DEFAULT.CFG

You will get something like the following:

```
#
#  This is the STinG relevant stuff.
#
ALLOCMEM    = 200000
#
THREADING   = 50
FRAG_TTL    = 60
#
ICMP_GMT    = -60
ICMP_AD     = 10
ICMP_FLAG   = 0
#
TCP_PORT    = 1024
MSS         = 1460
RCV_WND     = 11680
DEF_RTT     = 50
DEF_TTL     = 128
TCP_ICMP    = 1
#
UDP_PORT    = 1024
UDP_ICMP    = 1
#
USERNAME    = ac_green
HOSTNAME    = tassie.net.au
FULLNAME    = Anthony Green
#
NAMESERVER  = 131.217.1.19,
203.19.156.68
TIME_SERVER = 1.0.0.1
DOMAIN      = tassie.net.au
DNS_CACHE   = 64
DNS_SAVE    = TRUE
#
PAP_ID      =
YourPPPaccountname
PAP_PASSWD  =
YourPPPpassword
#
#  Here starts the client relevant
stuff.
#
IRCNICK     = IRCNick
IRCSERVER   = irc.utas.edu.au
IRCPONGMSG  = IRC is always
slow and frustrating, isn't it?
#
# Used by the Dialer :
#
DIALER      = 127.0.0.1
LOGIN_BATCH =
C:\DIALER\LOGIN.BAT
#
# Used by CAB.OVL (read
CAB_OVL.DOC) :
#
```

```
EMAIL          =
ac_green@tassie.net.au
SMTP_SERVER    =
postoffice.utas.edu.au
SMTP_GATE      =
postoffice.utas.edu.au
TIME_ZONE      = +60
TIME_SUMMER    = 03.30.10.20
HTTP_PROXY     =
proxy.hbt.tassie.net.au
HTTP_PROXY_PORT = 8080
#
```

Most of these field do not need to be modified, only the following needs to be set. MSS (Maximum Segment Size) should be (MTU - 40), your ISP can tell you the MTU (Maximum Transmission Unit) for their service. My service has an MTU of 1500 (this is the standard value for most service providers as it corresponds with the value used on Ethernet networks), so the MSS is 1500 - 40 =1460, as shown in the file above.

Next set the USERNAME and HOSTNAME, again these values can be easily provided by your ISP, they will assign you a USERNAME for your e-mail account (to login into their mailserver) and the HOSTNAME, for simplicity, is often just the Domain name (see below) of your ISP, add them together and you will almost certainly get your e-mail address! FULLNAME is of course your real name in full.

Next find the NAMESERVER entry, this is a server that turns server names such as 'www.motorola.com' into a group of four numbers that represents the unique machine identity on the Internet. The Name Server either has the facilities to identify or resolve the actual identity of the worded name as a group of numbers. The DOMAIN (Domain name) must also be defined and this is the the name that uniquely identifies your Internet Service Provider on the Internet. The DOMAIN name plus your USERNAME generally gives you your e-mail address. There with a USERNAME of ac_green and a DOMAIN of tassie.net.au, I get my e-mail address of 'ac_green@tassie.net.au'.

If you are using a service that requires the use of the Password Authentification Protocol (PAP) then you must define PAP_ID and PAP_PASSWD. PAP means that the login process is not scripted, but is entirely carried out in a binary form, so that you do not get a visual representation of the login process if you connect to your ISP using a terminal program, for example Connect. PAP_ID is the username for connecting to the dial up server operated by your ISP, it may not be the same as your USERNAME for e-mail so check this out! PAP_PASSWD is of course your password for connecting to your service provider, this password will almost certainly be the same password you will use for your e-mail account (even though the names may be different).

If you think you will use Internet Relay Chat (IRC), the multi-user chat forums, then make sure you configure IRCNICK and your prefered default IRCSERVER. Your IRCNICK may be anything you would like to be and your IRCSERVER should be the IRC server computer that you think you will connect to most often. Both these options can also be configured within most IRC clients programs such as AtarIRC and FracIRC.

The final part is used primarily by CAB.OVL so that you may send e-mails to users through their e-mail links found on their WWW homepages. You will need to define your EMAIL address details. This is normally the e-mail account USERNAME with the '@' and the DOMAIN name of your ISP, which is how I get 'ac_green@tassie.net.au'. This is necessary so the that the user receiving your e-mail can actually write back to you if they feel they need to. SMTP_SERVER (may also be called SMTP_HOST, however the former is preferable) is the name of the server that the CAB.OVL will use to send e-mail through CAB after clicking on a 'mailto:' e-mail link, you ISP can supply you with the necessary information for this service. SMTP_GATE is usually set to the same value as the SMTP_SERVER. TIME_ZONE and TIME_SUMMER are only necessary for users of the program Infitra. TIME_ZONE sets the number of minutes ahead or behind GMT you are in your geographic area and TIME_SUMMER defines the daylight savings dates you use in your area in MM.DD.MM.DD, where the first pair is the start and the second the end of daylight savings. HTTP_PROXY is the name of the proxy server you either elect or are forced to use. With my ISP, I must use a proxy server. If you find all network services work except for WWW browsing with CAB (providing you have the CAB.OVL in the modules folder), it is possible you may need to use a proxy server to access the greater network. ISP's use proxy servers with massive hard drives to cache downloaded files on so that if a user requests a file it is verified that the file does not

already exist on the proxy server and only then will it retrieve the file from the actual WWW server. This is done to save the ISP money on network traffic volume costs, as they must pay a premium for all traffic that comes into the country, so it is cheaper to have as much of it stored locally on their proxy server as possible. That completes the configuration of the DEFAULT.CFG file. Save the file and you are done.

Now load the DIAL.SCR file into the editor, it is normally located in the 'DIALER' folder within the main 'STING'

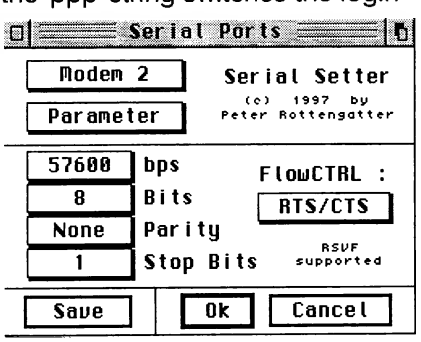
```
#  Lines beginning with '#' or any
nonprintable character are ignored.
#
# Configuration part of script file
#
RESIDENT = TRUE
#
PROTOCOL = 1
#
PAP_ID       = user
PAP_PASSWORD = secret
#
VJHC = FALSE
#
LAN_PORT = FALSE
#
USERNAME = ac_green
HOSTNAME = tassie.net.au
FULLNAME = Anthony Green
#
CLIENT_IP = 1.0.0.1
#
MTU = 1500
#
MASQUERADE = FALSE;
#
NAMESERVER = 131.217.1.19
NAMESERVER = 203.19.156.68
#
SERIALPORT = Modem 2
#
PHONE_NUMBER = 62260999

#
FEE_FILE = LOCAL.FEE
#
ISP_TIME  = 72s, 0.07
ISP_SENT  = 12K, 0.03
ISP_RECVD = 84K, 0.09
#
DEF_ROUTE = TRUE
#
PTP_ROUTE = FALSE
#
EXEC_BATCH = FALSE
#
# Connection part of script file
#
INIT = ATZ
#
PREFIX = ATDT
#
HANGUP = DTR
#
CONNECT_WAIT = 60
REDIAL_DELAY = 20
#
SUCCESS = CONNECT
SUCCESS = CDWAIT
FAILURE = BUSY
FAILURE = NO CARRIER
ABORT   = NO DIALTONE
#
# Login part of script file
#
FIND_TIMEOUT = 60
#
#  The beginning of the script part
is denoted by the DIAL_SCRIPT
#  keyword.
#
DIAL_SCRIPT
#
WAIT = 1500
REPT = /
FIND = name:
RESP = ac_green
#
WAIT = 1500
REPT =
FIND = word:
RESP = ########
#
WAIT = 1500
REPT =
FIND = >
RESP = ppp
#
WAIT = 500
REPT =
FIND = Your IP address is
RESP = $GET_IP
#
```

In the DIAL.SCR you will need to make a number of changes. PROTOCOL defines what connection protocol you want to talk to your ISP in, PPP is the most common, so to use PPP make PROTOCOL = 1, for SLIP PROTOCOL = 0. Next we have PAP_ID and PAP_PASSWD, these are exactly the same as defined in the DEFAULT.CFG script, so if you are not sure what to put here refer back to that section. USERNAME, HOSTNAME and FULLNAME are also exactly the same values as you entered into the DEFAULT.CFG.

As stated earlier MSS = (MTU - 40). You probably defined MSS (in the DEFAULT.CFG file) as 1460 as the MTU in this instance would be 1500, so where it states MTU in the DIAL.SCR, put MTU = 1500. If you have problems with your connection ask your ISP to verify the MTU value. The NAMESERVER may be specified once or several times, and these values are the same as those found in the DEFAULT.CFG. SERIALPORT is the serial port you wish to have your modem connected to. On the STFM/STe/Mega ST this is always 'Modem 1' (with space) and an unmodified Falcon it is always 'Modem 2' (with space), it is recommended you use 'Modem 2'

on the Mega STe, TT, Hades and Milan, as this port offers higher performance. PHONE_NUMBER is the telephone number of your ISP.

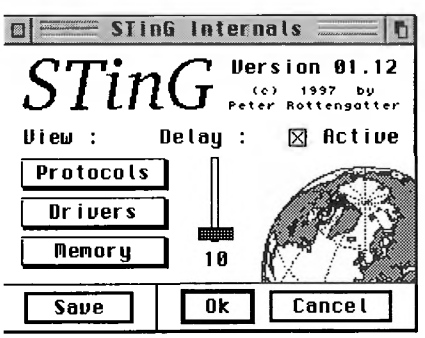
Now go to the line labelled DIAL_SCRIPT, this indicates that the lines following contain the login script with the required strings ('FIND =') and responses ('RESP =') for a successful login. Your server will probably be looking for different characters in the 'FIND =' lines, it is highly likely that you will need to modify them to suit your ISP's configuration, if you have trouble just ask your ISP for assistance. If you find your ISP's dialup server is having occasional trouble with allowing you to login successfully (but only occasional trouble), it is likely that the wait times for the 'FIND =' parameters should be increased slightly. For example with Tasmania's Access Server, they have two login servers, 'raven>' and 'raven2>', we are randomly assigned to one or the other, so we can only look for the '>' in the name as it is the only common character at the end of the string. 'raven2>' has a noticably slower response time, and our original 'WAIT =' value of 500 (milliseconds) was not always long enough, so extending this to 1500 has made it much more reliable during the login process. Sending the 'ppp' string switches the login server connection to PPP and then STinG initialises the PPP link with the server, during this time the dynamically allocated IP address (the most common way these days, although one or two servers may have static IP addresses) is retrieved, this is the purpose of the $GET_IP command. If you need to use Password Authentification Protocol (PAP) with your ISP's PPP connection then you must delete all of the login script below the DIAL_SCRIPT prompt. Save the DIAL.SCR file and quit your text editor.



The Serial Port CPX is used to set the port speed for your modem.

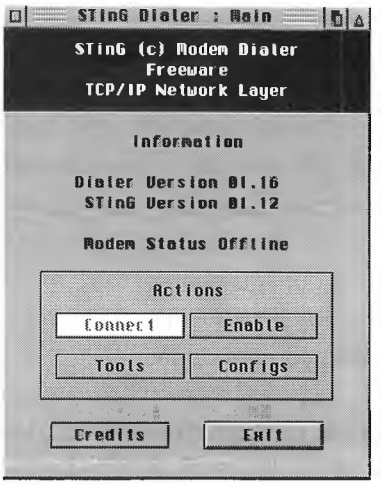
Last minute configuration

Now you have completed all the hard work, the only things left to do are configure the CPX's in the Control Panel. First reset the machine to reinstall your CPX's and



The STinG Internals CPX is used to turn STinG on, simply check the active box.

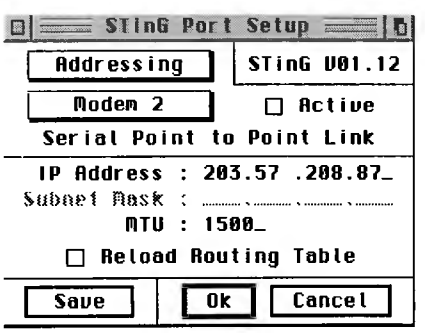
the updated STinG configuration files. If you had the old Atari MODEM.CPX or the FSERIAL.CPX for configuring your serial ports delete them and use STinG's new SERIAL.CPX as it is considerably better and more flexible. Open the 'Serial Ports' CPX and then configure change click on the 'Modem' word and select the the port you wish to configure (the one with your modem attached to it). Set the 'FlowCTRL' to 'RTS/CTS' and the number to the left of the 'bps' string to either 19200 if you are using an ST, STe or Mega ST on 'Modem 1' or 57600 if you have



The STinG Dialer is the application that is used to connect and login to your ISP.

a Mega STe, Falcon, TT, Hades or Milan with the modem connected to 'Modem 2'. Both these settings assume you are using at least a 14.4kbps modem. Save your options and select OK.

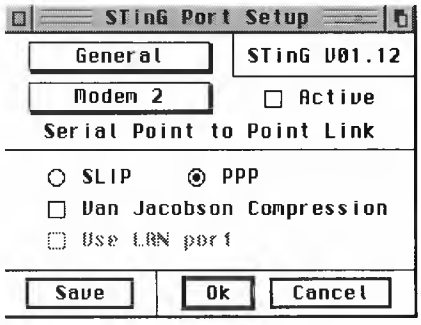
Finally open the 'STinG Internals' CPX and select the 'Active' box in the top right hand corner of the CPX, this turns STinG on. Hit Save and click on OK.



The STinG Port Setup sets the addressing for the active port.....

Standby for action

Assuming you enter the correct parameters for your ISP in the previous sections, you should now be able to run the STinG Dialer (DIALER.APP) found in the DIALER



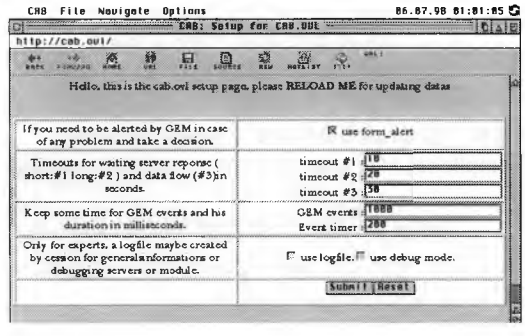
.....and the more general protocol configuration.

folder within the main STING folder, and select 'ENABLE' and then 'CONNECT'. Your modem should start dialling and all going well you should see your machine going through the login procedure, and then initialising the link. In the event that errors do occur, go back and thorough check the parameters you entered for all values outline in the previous pages. The 'STinG Port Setup' will display many of the values contained in the files you configured and you should first select the port you have the modem connected to, verify the MTU and then click on 'Addressing' and go to 'General', ensure that you are using PPP if necessary, since many servers do not offers slip. Also ensure that when you enter the configuration for the port you are configuring, check that 'Active' is not crossed when you are not connected to the Internet (as it is easy to accidently activated it and then save the set up with the port active). The Dialer Utility automatically activates the modem port when you hit connect and deactivates it when you hang up. Many people have made this mistake in the past, including myself when I first used it. It should only be manually activated if you have an Intranet with two computers connected by a null modem cable, since no dialling takes place due to no modems being used in the networking.

So there you have it, your very own complete guide to setting yourself up for the Internet using STinG. With a bit of care, and possibly a small amount of assistance from your Internet Service Provider, you should be surfing the 'net in no time!

Anthony Green

On-line Action!


CAB File Navigate Options
CAB: Setup for CAB.OVL
http://cab.ovl/
Hello, this is the cab.ovl setup page, please RELOAD ME for updating datas
If you need to be alerted by GEM in case of any problem and take a decision.
use form_alert
Timeouts for waiting server reponse (short:#1 long:#2) and data flow (#3)in seconds.
timeout #1
timeout #2
timeout #3
Keep some time for GEM events and his duration in milliseconds.
GEM events
Event timer
Only for experts, a logfile maybe created by cesson for general informations or debugging servers or module.
use logfile
use debug mode.
Submit
Reset

Olivier Booklage's new experimental CAB.OVL is available for general use and is configurable from within CAB too!

Olivier Booklage's Special Fast CAB.OVL is now available from the author's homepage and is a welcome alternative approach to the original CAB.OVL developed by Dan Ackermann. Dan's is a good stable system, but a competitive product is always welcome as it encourages innovation. This new OVL is definitely slight faster when online than Dan's and is very stable too, but still is missing many of the more common extended features found in Dan's CAB.OVL, such as "mailto:" for example. However, development is still at quite an early stage and knowing that Olivier frequently updates his packages, means that we will almost certainly see many more updates to the OVL over the next couple of months. The current version of this CAB.OVL is 1.700 and able to be configured from within CAB by opening the URL, "http://cab.ovl". Simple isn't it.

AtariIRC 0.91 is now available and has the following new features. Text effect codes are now removed from the window info line. Lines that wrap are offset by one character for easier reading. AtariIRC works as a Desk Accessory, which is handy for users of single tasking operating systems. Full ST-Guide Hypertext documentation. New nick bar at the bottom of the window, which can be scrolled left and right with the horizontal slider. Works properly with the Hades/Nova VDI combination. On the whole, this is by far the most comprehensive IRC client for the TOS platform.

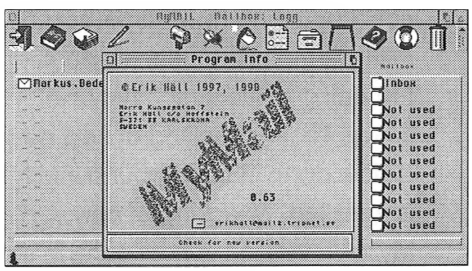
HOSTS 1.2, a program that allow the user of a STinG local area network to give machines on the network real names, rather than just numerical IP addresses, is now available and has a few minor improvements.

MyMail 0.63 is the result of one month's hard work by Erik Häll on his e-mail client for STiK/STinG. MyMAIL takes less memory than before. Faster inclusion of text in a mail after dropping the file into the editing window. Wordwrapping now works correctly. The file mime.set is now controling how mime(base64) mail with attachments are sent. Encoding of file attachments is faster. Timer checking of new mail is now done in background if MiNT is installed. Checking of new MyMAIL version is now done in the background if MiNT is installed.

Inbox window is now saved at close of the window and not when moved as before.
Also the Edit window is now saved at close of the window and not any longer on a move or resize.

MIME.SET is used to control the coding/decoding of file attachments but at the moment only depacking uses the file. Now reply will be sent to the "Reply-To" address if any is stated. Added "reply to" settings in user setup. Fixed some problems (not all) in editor with different fontsizes. Now side scroll in editor works allowing the user to type or view long lines. Moving cursor up and outside the window is now causing a scroll to make the line outside the window visible. Added word wrap at edit if user selects this function in the setup. If MiNT is used and ramdisk (ramfs.xfs) are installed then the mail.tmp file is located in the ramdisk to speedup operations.

POPwatch 2.61 has a number of useful new improvements. If the response to the SMTP HELO command was not the '250 ready' then POPwatch now correctly sends a QUIT command before disconnecting. This now complies with RFC 821. POPwatch now uses TIME_ZONE and TIME_SUMMER from STiNG's DEFAULT.CFG to correctly date stamp any rejection DSN's sent. See STinG's Time Server documentation for setting of these variables.

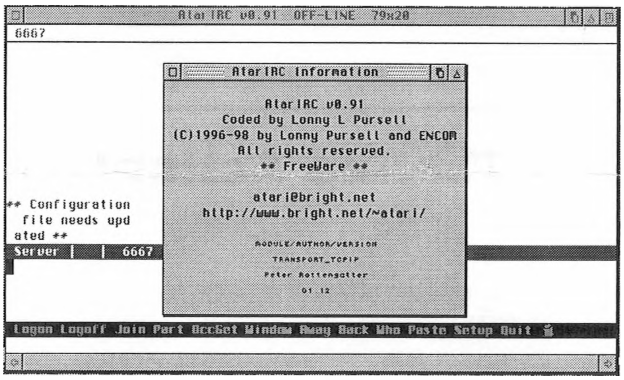


MyMail 0.63 is now a very stable and well featured e-mail client.

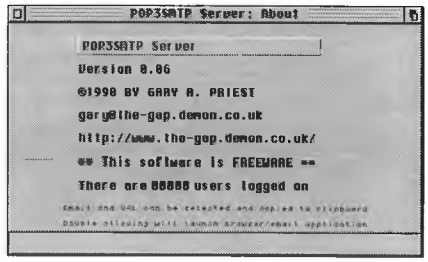
NEWSie format retrieval - If header fields such as cc: existed in the actual body of an email, then POPwatch would treat them as valid header fields, and try posting to them. Fixed so that fields such as To: and Cc: are only used if actually in the header of the email.

All handling of entry fields that require a path/file has been changed to be similar to CAB's. ie. no manual entry, single click results in the file selector, double click results in an alert giving the options of Delete, New, or Cancel. This allows entries in the sounds window to actually be deleted.

Now 'resolving' and 'connecting' instead of just 'connecting' is shown, so it's more informative. POPwatch now responds to certain menu events even whilst downloading articles. The Verbose Window and About Window can be opened, logging can be turned on/off, and Quit works.
Playing of sounds by holding SHIFT and left clicking with the mouse on the actual sound field now works without the need for setting the Activate Sounds button first.



AtariRC 0.91 is available and is easily the most accomplished IRC client for TOS compatible computers.



POP3SMTP Server 0.06 is currently being beta tested.

POP3SMTP Server 0.06 has received another beta release and has hopefully solved the problem where POP3 clients keep getting EOF returned when trying to make a connection to the server. POP3SMTP no longer closes the connection when an error occurs on the HELO command. RFC821 states that the connection must only be closed upon receipt of the QUIT command. All filenames referenced are now specified in lowercase, to ensure compatibility with other file systems. A new subfolder SYSTEM is required. OKHOSTS, USERS, and MSGID.SEQ must be stored in here, rather than in the same folder as the program.

SMTP server now adds Date: and Message-ID: fields to an incoming email if they are not already present. Message-ID: is made up of date & time plus a unique 4 digit number (stored in MSGID.SEQ). Gary has identified and closed a security loop hole. HELO must be done before RSET, MAIL, RCPT or DATA is allowed.

Anthony Green

Feature:

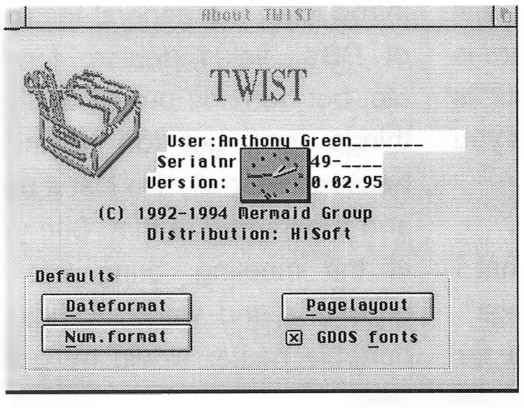
DATABASES

What is a database? I hear you ask, why? what for? All perfectly good questions of course, but if you have to ask, you obviously don't have one and if you haven't got one, how are you surviving in today's world? Everyone needs a database; how else can you remember Uncle Cyril's birthday, phone numbers, what's in your CD collection, which night is garbage night, that favourite "spag. bol." recipe, the itinerary for your next tour of the great Art Galleries of Europe? I remember when I was "databaseless", yes folks, a sad and sorry time it was but I have put all that behind me now. What follows is this man's journey from darkness into light, from chaos to order, from scraps of paper to TWIST 2!!!

What is a database? It is simply a system for the storage and retrieval of information. Obviously this can be as simple or as complex as your needs dictate. Way back in my dim computing past, when we bought our first Atari 1040ST (for our recording studio) a nice man from the Atari Club gave us a database to play with (Habaview). It was wonderful...just like a filing card to fill in but options for sorting, finding and printing were quite flexible, it was all so exciting and we filed everything in sight. I used it to list my classes at school, instruments, ensemble groups etc. and to record results of various kinds. We even built our own studio using Habaview to locate relevant articles from two or three hundred magazines that we had carefully catalogued over three or four years.

Now at that time, I only really used the computer for composing and printing music. As I had no other interest in it, the world of computers passed me by, quite quickly as it turned out! Then my children hit high school, the information age had exploded and I had to catch up so I upgraded, learned lots and went in pursuit of a new database (Habaview having disappeared somewhere along the way). Enter Twist 2...a relational database from those lovely people at HiSoft (Papyrus etc.). Was this ever a revelation! The complexity of the modern DB is stunning. I read the manual, followed the tutorial successfully and still had no idea how it worked. Habaview certainly hadn't prepared me for this. So I read books, talked to people who understand these things and played with it lots. Three months down the track I can make it do what I want it to....usually, but my needs only scratch the surface of its capabilities. Now in case I have sounded a little negative about my purchase I will hasten to correct that impression. It does the job for me very well and I can see that as I grow into it, it will more than adequately cope with any expanding needs that I develop and it will certainly repay my $160 investment. My only negative comment so far, is that it seems to have extremely limited printing options for a program that offers so much control over layout, fonts and sizes etc. on the screen. One can even add images and sounds(!) to the forms but so far I haven't been able to alter the default print settings.

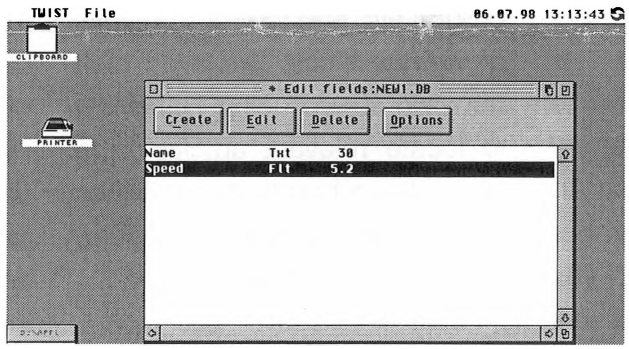
That's enough about Twist, come and see it at the August meeting. To try and describe what "relational" means, to discuss "forms", "records" and "reports" or to give an insight into the huge range of mathematical functions available is really beyond the scope of this article but if you have a hobby or business that requires you to keep track of lots of information which you need to manipulate in a variety of ways then Twist 2 is DEFINITELY



Twist 2 is a high performance and relatively low cost database solution for most needs..

worth a look.

Twist is a program which allows you to design a DB to suit your own needs but there are heaps of custom DB's around ready for use. Having been away from the computing game for some time as I said earlier, I was amazed at the range and number of these custom DB's around: address books; telephone indexes; index systems for collections of various kinds e.g. stamps, coins, books, CD's, recipes, cocktails, flowers. The list was, if not endless, at least very large. Lots of these programs I found on the Atari Compendium CD Rom and similar software collections, and although new to me, they are in fact quite elderly now. However that doesn't necessarily affect their quality or usefulness. One program I particularly liked was "Stickler". This is simply a diary in which the user can make a note of important dates, tasks, appointments and so on and receive an on-screen reminder at some time (set be the user) in advance of the relevant date. The calendar looks as though it will last forever, no millenium bug here! It is a GEM program which will run on all ST/E/Mega's. NVDI caused it no problems but it didn't really like my Hades....shame that, what with advancing years and memory going faster than hair. "Cardfile" is another oldie but a goodie or so it says. I haven't played with this that much but it works on any ST compatible in monochrome or medium resolution, it behaves under NVDI and worked fine on the Hades under MultiTOS! It comes as a program or as an accessory which I guess is really its strength since one doesn't have to leave the wordprocessor or whatever to access it. Essentially it keeps track of names, addresses and phone numbers and can provide lists derived from all that. It imports and exports to and from databases and spreadsheets, can insert addresses into documents at the click of a mouse, can be used to combine or filter mail-merge files and it can dial your phone too. The program is shareware and if the author is still around, registration gets you updates and a manual.



Twist 2 is a fully relational database that supports multiple tables as well as many other popular features.

The most impressive one that I found is on our BBS..."Songz". This is a music DB written for the Falcon 030 utilising 4Mb RAM and 800*600 16 colour resolution. It did however, run perfectly adequately on my STE in monochrome and on my Hades under MultiTOS. Documentation says it is compatible with all TOS machines, NVDI and SpeedoGDOS. This DB allows the user to catalogue recorded music collections. Available fields: Artist; Album Title; Music Type (a wide range of options offered); Storage Medium (CD, Tape, LP, MD); Technology (Analogue/Digital variations); Year; Total Length (to 74 mins); No. of Tracks (to 20); Title and length of each track. Images can be stored (scan your album covers!) and Falcon owners can actually record sections of the music for added reference. Unfortunately all documentation in this demo is in French but registration would undoubtedly fix that.

Come the August meeting and I will have all of these programs "in the flesh" so to speak. While TWIST 2 will be the major feature, I will spend some time introducing the general features of DB's....fields, tables, forms, etc. but don't be put off by that, things can't get too technical because after all, I'm just a user and a new one at that. See you at the meeting, bring lots of questions and warm clothes, a portable heater would be good too...

Lyall McDermott

TASMANIAN ATARI COMPUTER CLUB
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